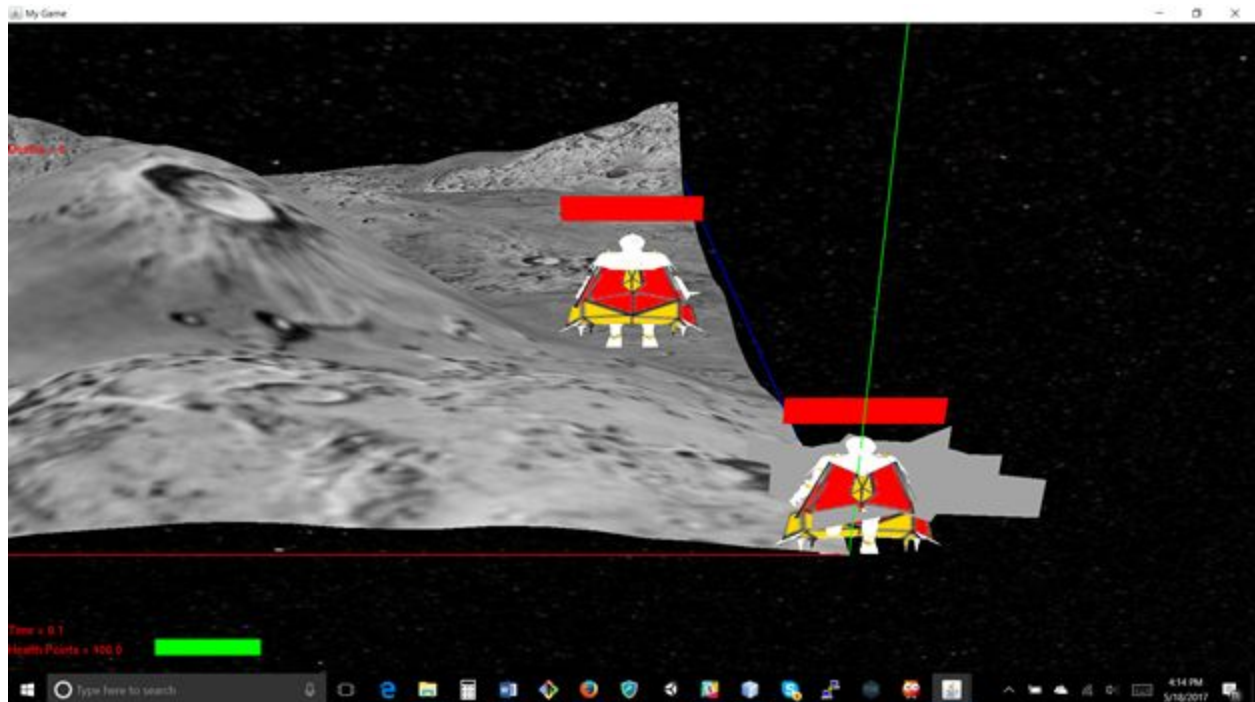Beau Derrick

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Lab 3- Game Project

Space Knights Read-Me

1. The program is ran through a first keyboard found but it can be modified to take the user gamepad controller as well. It must be changed manually from kbName to gpName and false to true, we set it this way so it wouldn't crash when loading it through different clients. Was easier for testing. This program was tested in the Lab as a client on the computer in the back

2. To run Space Knights, you must have sage installed and in your Java computer Path. The proper files are under A3 and Server folders, that being the SRC for the hard code and the classes for the compiled version.
First run the server under Server/classes with runServer.bat. Then run a client under A3/classes with runClient.bat.

3.
User Inputs Keyboard-
Keyboard: Tested with HID Keyboard in lab

W	Player Forward
S	Player Back
A	Player Move Left
D	Player Move Right
B	Player Attack
L,J	Turn
M	Makes the Player Grow
U,I	Zoom In and Out
Escape	Quits Game

To play you can move around with wasd, turn with I and j, and zoom in and out with u an i. M will run the script causing the player to grow. B will run the animation and attack an opponent.

3. The genre is a fighting game with knights in space.

4. The knight model and animation was built by Christian. Beau built the spawner model. Networking, Scripting, Events, Npcs, higherarchical scengraph, and Physics was setup up by Beau. Christian set up skybox, terrain, sounds, and animations. Both Beau and Christian worked on the HUD.

5. NPCs are in the code, along with behavior trees and nodes, but the messages were causing errors that crashed the server.

6.For Our Sound We Used http://www.bensound.com/royalty-free-music/track/instinct to pick up the music, it has free liscencing as long as we attach it on our source.

Note: We also implemented a 3D sound by hitting eating utensils together, but as told from other classmates, it was under stereo sound vs mono so it wasn't implemented correctly.

7.For the Terrain Texture, and Skybox, we used the Nasa Free textures under their website.

8. The Models for the Knight was implemented through blender and exported as xml, it has multiple poses added but only has a few implemented in the game.

8.Our Physics world is implemented with a ball but it was currently set for working with the 3D models when attacking.

9. Networking works and it was tested in the lab as stated above in number 1.